

**USING VISUALIZATION AS AN EASY WAY TO LEARN
PROGRAMMING LOGIC**

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ABSTRAK

Dalam Teknologi Informasi (TI) pendidikan, dari peringkat siji pendidikan di perguruan tinggi atau peringkat darjah institutions sampai di universiti, kursus pengaturcaraan sangat penting untuk membina pelajar berfikir logis dan untuk melatih keterampilan program mereka dalam mencipta pelbagai jenis perisian. Malangnya, kursus pengaturcaraan sering kali terdiri daripada tingkat kegagalan lebih tinggi daripada program-program studi ilmu komputer lainnya. Dalam kajian ini, masalah dalam mempelajari kursus pengaturcaraan telah dianalisis melalui kajian literatur. Untuk meningkatkan dan untuk membantu memahami esensi pengaturcaraan komputer, cara mudah untuk mempelajari logika pemrograman dirumuskan berfokus pada penyediaan visualisasi untuk membantu belajar. Pendekatan ini telah diterapkan pada prototaip Courseware, disajikan dan dievaluasi oleh tahun pertama mahasiswa diploma ilmu komputer. Keputusan evaluasi menunjukkan bahawa sebahagian besar pelajar dapat memahami materi yang disampaikan dan mereka bersetuju bahawa menggunakan prototaip Courseware dengan ciri visualisasi penggabungan membantu mereka untuk mengembangkan kemahiran program mereka secara berkesan.

ABSTRACT

In the Information Technology (IT) education, from certificate level in colleges or educational institutions until degree level in universities, programming courses are essential to build students' logical thinking and to train their programming skills in creating different types of software. Unfortunately, programming courses often consist of higher failure rates than other computer science courses. In this research, problem in studying programming courses will be analysed through literature review. To improve and to aid the understanding of the essence of computer programming, an easy way to learn programming logic will be formulated focusing on providing visualization to aid the learning. This approach will be applied on a courseware prototype, presented and later evaluated by first year diploma computer science students. Brief on the results obtained.

Keywords: *programming logic, programming language, visualization, courseware, courseware prototype, questionnaire design, logical thinking, abstract thinking ability.*

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TABLE OF CONTENTS

TITLE	PAGE
PERMISSION TO USE.....	I
ABSTRAK	II
ABSTRACT.....	III
ACKNOWLEDGEMENTS.....	IV
LIST OF TABLES.....	VII
LIST OF FIGURES.....	VIII
LIST OF ABBREVIATIONS.....	X
CHAPTER 1: INTRODUCTION.....	1
1.1 Problem Statement.....	1
1.2 Objectives.....	3
1.3 Scope and Limitation	3
1.4 Research Contribution.....	4
1.5 Structure of Thesis	4
1.6 Conclusion of Chapter.....	4
CHAPTER 2: LITERATURE REVIEW.....	5
2.1 Programming Thinking.....	5
2.2 Ways to learn programming logic.....	6
2.3 Programming Education.....	7
2.4 Courseware.....	10
2.5 Conclusion of Chapter.....	12
CHAPTER 3: METHODOLOGY	13
3.1 Problem Analysis from Literature Review.....	13
3.2 Formulate an Easy Way in Learning Programming Language.....	14
3.3 Develop Courseware Prototype.....	14
3.4 Questionnaire Design.....	15
3.5 Evaluation of Prototype.....	17

3.6	Data Preparation	18
3.7	Analyze Prototype Evaluation Data	19
3.8	Conclusion of Chapter.....	20
3.9	Project Schedule	21
CHAPTER 4: PROJECT DEVELOPMENT REPORT		22
4.1	Courseware Prototype Development	22
4.2	Questionnaire Design	36
4.3	Evaluation of Data Collection	36
CHAPTER 5: RESULTS AND SIGNIFICANCE		37
5.1	Evaluation on Traditional Teaching Method	37
5.2	Evaluation on Courseware Prototype	43
5.3	Conclusion	49
5.4	Limitation and Future Work	49
REFERENCES.....		50
APPENDIX A.....		54
APPENDIX B.....		57
APPENDIX C.....		59

LIST OF TABLES

Table 1.1	Examination Results Statistics in C Programming Language at Tunku Abdul Rahman College
Table 3.1	Attributes Representation
Table 3.2	Project Schedule Plan

LIST OF FIGURES

Figure 2.1	Web site design of the courseware
Figure 2.2	Courseware Web site with command buttons
Figure 3.1	Methodology process diagram Move this Figure in the beginning of this chapter
Figure 4.1	Human Digestive System
Figure 4.2	<i>While condition false</i>
Figure 4.3	Digestive System stop
Figure 4.4	<i>While loop structure</i>
Figure 4.5	<i>While loop stop</i>
Figure 4.6	<i>Do While loop structure</i>
Figure 4.7	<i>Do While loop stop</i>
Figure 4.8	<i>While loop and Do While loop Comparison</i>
Figure 4.9	<i>While loop example</i>
Figure 4.10	<i>While loop example</i>
Figure 4.11	<i>While loop example</i>
Figure 4.12	<i>While loop example</i>
Figure 4.13	<i>While loop example</i>
Figure 4.14	<i>While loop example</i>
Figure 4.15	<i>While loop example</i>
Figure 4.16	<i>While loop example</i>
Figure 4.17	<i>While loop example</i>
Figure 4.18	<i>While loop example</i>
Figure 4.19	<i>While loop example</i>
Figure 4.20	<i>Do While loop example</i>
Figure 4.21	<i>Do While loop example</i>
Figure 4.22	<i>Do While loop example</i>
Figure 4.23	<i>Do While loop example</i>
Figure 4.24	<i>Do While loop example</i>
Figure 4.25	<i>Do While loop example</i>
Figure 4.26	<i>Do While loop example</i>

Figure 4.27	<i>Do While</i> loop example
Figure 4.28	<i>Do While</i> loop example
Figure 4.29	<i>Do While</i> loop example
Figure 4.30	<i>While</i> loop and <i>Do While</i> loop example comparison
Figure 4.31	<i>For</i> loop example
Figure 4.32	<i>For</i> loop example
Figure 4.33	<i>For</i> loop example
Figure 4.34	<i>For</i> loop example
Figure 4.35	<i>For</i> loop example
Figure 4.36	<i>For</i> loop example
Figure 4.37	<i>For</i> loop example
Figure 4.38	<i>For</i> loop example
Figure 4.39	<i>For</i> loop example
Figure 4.40	<i>For</i> loop example
Figure 4.41	<i>For</i> loop example
Figure 4.42	<i>For</i> loop example
Figure 5.1	Part A Q1 analysis (using traditional teaching approach)
Figure 5.2	Part A Q2 analysis (using traditional teaching approach)
Figure 5.3	Part A Q3 analysis (using traditional teaching approach)
Figure 5.4	Part A Q4 analysis (using traditional teaching approach)
Figure 5.5	Part A Q5 analysis (using traditional teaching approach)
Figure 5.6	Part A Q6 analysis (using traditional teaching approach)
Figure 5.7	Part B analysis (using traditional teaching approach)
Figure 5.8	Number of questions correctly attempted by students analysis (using traditional teaching approach)
Figure 5.9	Part A Q1 analysis (using courseware prototype)
Figure 5.10	Part A Q2 analysis (using courseware prototype)
Figure 5.11	Part A Q3 analysis (using courseware prototype)
Figure 5.12	Part A Q4 analysis (using courseware prototype)
Figure 5.13	Part A Q5 analysis (using courseware prototype)
Figure 5.14	Part A Q6 analysis (using courseware prototype)
Figure 5.15	Part B analysis (using courseware prototype)
Figure 5.16	Number of questions correctly attempted by students analysis (using courseware prototype)

LIST OF ABBREVIATIONS

DIT	Diploma in Internet Technology
IT	Information Technology
RAM	Random Access Memory
SPM	Sijil Pelajaran Malaysia
TARC	Tunku Abdul Rahman College

CHAPTER 1

INTRODUCTION

In computer science context, programming can be defined as creating a sequence of instructions to enable the computer to do something [1]. In IT education, programming courses always been thought as the most difficult courses to study. Many students could not grip on the programming logic in the process of constructing a computer program. Programming logic is a method of reasoning in computing program to perform complex computer functions. Thus, especially for first year computer science students, they will find it is hard to study.

Nevertheless, programming is very important skill in computer science field. The basic goal of the programming course is to provide students with a general body of knowledge about programming languages and the ability to reason critically about the application of programming languages in software development. This course also serves as a foundation for further study in areas such as programming language design and language processor implementation [2].

1.1 Problem Statement

As stated in [9], most of the students who start to learn the principles of programming are taught by the old classic approach, which is based on using a general-purpose programming language such as Pascal, Modula-2, LISP, or C, a professional programming environment for the chosen language, and a set of problems from the area of number and symbol processing. The authors found that using general-purpose languages creates some obstacles for novice programmers, where these languages are too big and too particular in its concepts and programming principles. Besides that, they are oriented on number and symbols processing. Moreover, these general-purpose languages provide little leverage for understanding

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